

GHOUR

The Ghour are a race of demons in the service of the demon lord Baphomet. Tools of their masters will, they are often found in the company of Minotaurs, Ogres, and Giant.

Demonic Visage. Resembling an especially muscular cross between an ogre and a minotaur, ghouls stand up to 20 feet tall, with a thick hide and bestial features. Their horns are often more twisted and menacing than that of a minotaur.

Furious Foe. Ghouls are fearsome foes, charging headlong into combat with a roar so terrifying it can leave its foes frozen in fear. Swinging fists and piercing with horns, a ghour can often be found with a foe impaled on its horns while it continues to battle.

Favour of Baphomet. Caution should always be shown when a Ghour is present in a group of giants, ogres, or minotaurs, as the ghouls are seen as a blessing from Baphomet, and hostile action will almost certainly invoke the ire of Baphomet himself.



GHOUR

Large fiend (demon), chaotic evil

Armor Class 14 (natural armour)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	17 (+3)	5 (-3)	+13 (+1)	11 (+0)

Saving Throws Str +10, Con +9

Skills Intimidation +8

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal

Challenge 11 (7,200 XP)

Charge. If the ghour moves at least 20 feet straight towards a target and then hits it with a horn attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Magic Resistance. The ghour has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The ghour makes three attacks: two with its fist, and one with its horns. If the ghour hits the same target with all three attacks, it may use gore against that target as a bonus action.

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage.

Horns. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 15 (2d10 + 4) piercing damage.

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 26 (4d10 + 4) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 17) and restrained. The ghour can grapple one creature this way, and can't gore another target while doing so.

Noxious Breath (Recharge 6). The ghour exhales noxious gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Roar (Recharge 6). The ghour emits an ear-splitting roar. Each creature within 60 feet of the ghour that can hear it must succeed on a DC 15 Constitution saving throw or be stunned and deafened for 1 minute. If the save fails by 5 or more, the target is paralyzed for 1 minute, and deafened permanently. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.